



CHARACTER LEVEL

DEITY

HOMELAND

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	4	=DEX	2	2
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input type="checkbox"/> CRAFT _____		=INT		
<input type="checkbox"/> CRAFT _____		=INT		
<input type="checkbox"/> CRAFT _____		=INT		
<input type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE*		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input type="checkbox"/> FLY		=DEX		
<input type="checkbox"/> HANDLE ANIMAL*		=CHA		
<input type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT		
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT		
<input type="checkbox"/> KNOWLEDGE (NATURE)*		=INT		
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT		
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT		
<input type="checkbox"/> LINGUISTICS*		=INT		
<input checked="" type="checkbox"/> PERCEPTION	5	=WIS	2	
<input type="checkbox"/> PERFORM _____		=CHA		
<input type="checkbox"/> PERFORM _____		=CHA		
<input type="checkbox"/> PROFESSION* _____		=WIS		
<input type="checkbox"/> PROFESSION* _____		=WIS		
<input type="checkbox"/> RIDE		=DEX		
<input type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX		
<input type="checkbox"/> SPELLCRAFT*		=INT		
<input checked="" type="checkbox"/> STEALTH	7	=DEX	2	2
<input type="checkbox"/> SURVIVAL		=WIS		
<input checked="" type="checkbox"/> SWIM	4	=STR	2	
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA		

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

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graph TD; MONEY[MONEY] --- CP[CP]; MONEY --- SP[SP]; MONEY --- GP[GP]; MONEY --- PP[PP];
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[illegible][illegible]

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<div></div>	<div></div>	0	<div></div>	—
<div></div>	<div></div>	1ST	<div></div>	<div></div>
<div></div>	<div></div>	2ND	<div></div>	<div></div>
<div></div>	<div></div>	3RD	<div></div>	<div></div>
<div></div>	<div></div>	4TH	<div></div>	<div></div>
<div></div>	<div></div>	5TH	<div></div>	<div></div>
<div></div>	<div></div>	6TH	<div></div>	<div></div>
<div></div>	<div></div>	7TH	<div></div>	<div></div>
<div></div>	<div></div>	8TH	<div></div>	<div></div>
<div></div>	<div></div>	9TH	<div></div>	<div></div>

CONDITIONAL MODIFIERS

[illegible]